

## ROB changes from S4 to Ultimate

### Bufs

- Nair start-up: 18 -> 14
- Ftilt sweetspot damage: 8% -> 10.5%
- Charged laser damage: 10% -> 14%
- Laser: charges faster
- Bair landing lag: 22 -> 15
- Fair landing lag: 15 -> 9
- Uair landing lag: 22 -> 13
- Nair landing lag: 12 -> 9
- Side b: faster start-up (16 -> 13)
- Upb: airdodge cancelable
- Final smash: [slightly reworked](#)

### Nerfs

- Dthrow: [can mash out of dthrow -> dsmash at around 130%](#)
- Dthrow damage: 10% -> 5%
- Laser damage: 7% -> 4%
- Utilt angle: more horizontal (105° -> >105°)
- Uair damage: 10% -> 8%

### Neutral

- Uair angle: 70° -> Appro. 90° ([new angle](#))
- Fthrow: new animation, unsure of other changes
- Upb: added fuel meter

### Cosmetic

- [Ultimate alternate costumes](#)
- Dair: [new animation where ROB faces forward](#)
- Side b finisher: [new animation](#)
- Uthrow: raises them higher
- Laser: [new projectile](#)
- Double jump: new twirl animation
- Upb: [new particle effects](#)